

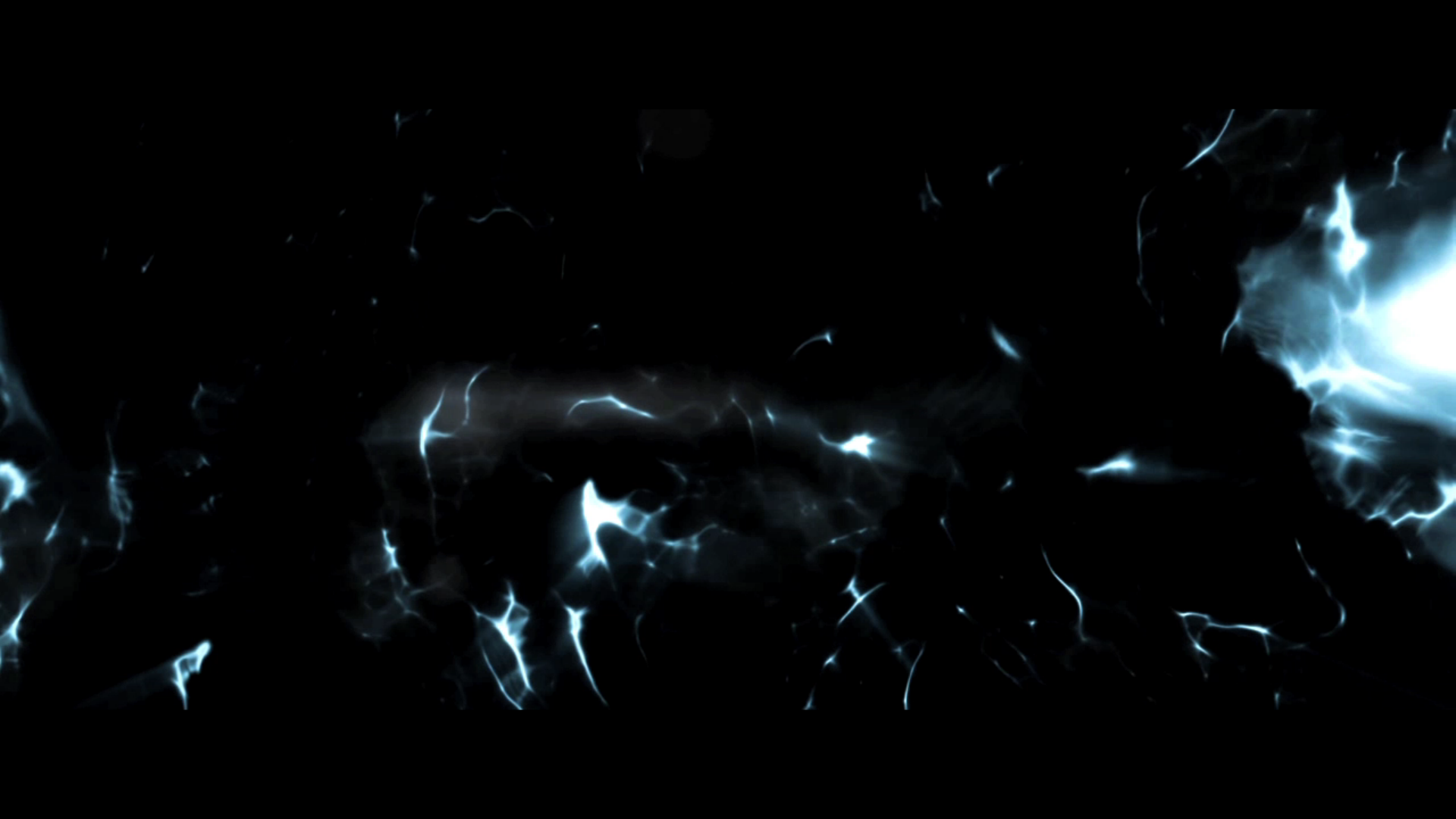
The background is a dark blue, ethereal space filled with numerous small, white, dust-like particles and larger, elongated, dark blue fragments that appear to be floating or falling. A bright, glowing blue light source on the right side creates a strong lens flare and illuminates the scene, casting a soft glow across the particles.

THE DARK SORCERER AND BEYOND:

Shooting, Directing and Filming Virtual Actors

David CAGE
CEO/Writer/Director

quanticdream





PS3

Only On PlayStation.

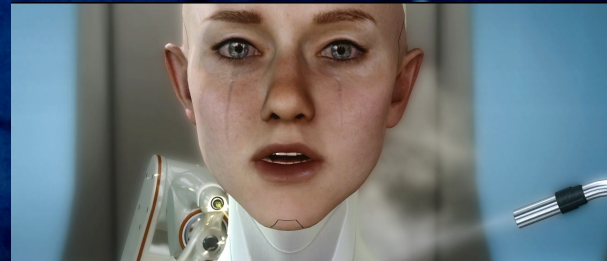
HEAVY RAIN™



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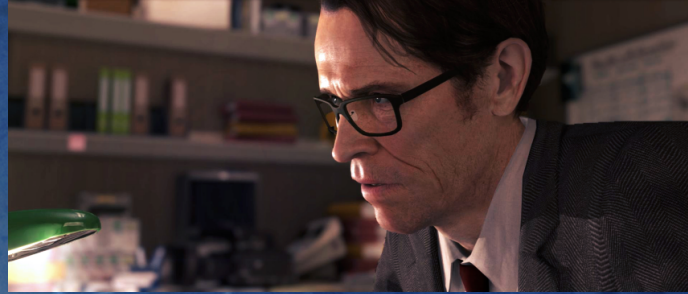




CINEMATOGRAPHY IN GAMES: WHAT FOR?

- Get the player emotionally involved,
- Keep his interest until the end,
- Bring Meaning to the experience,
- Make games more appealing to a wider audience.

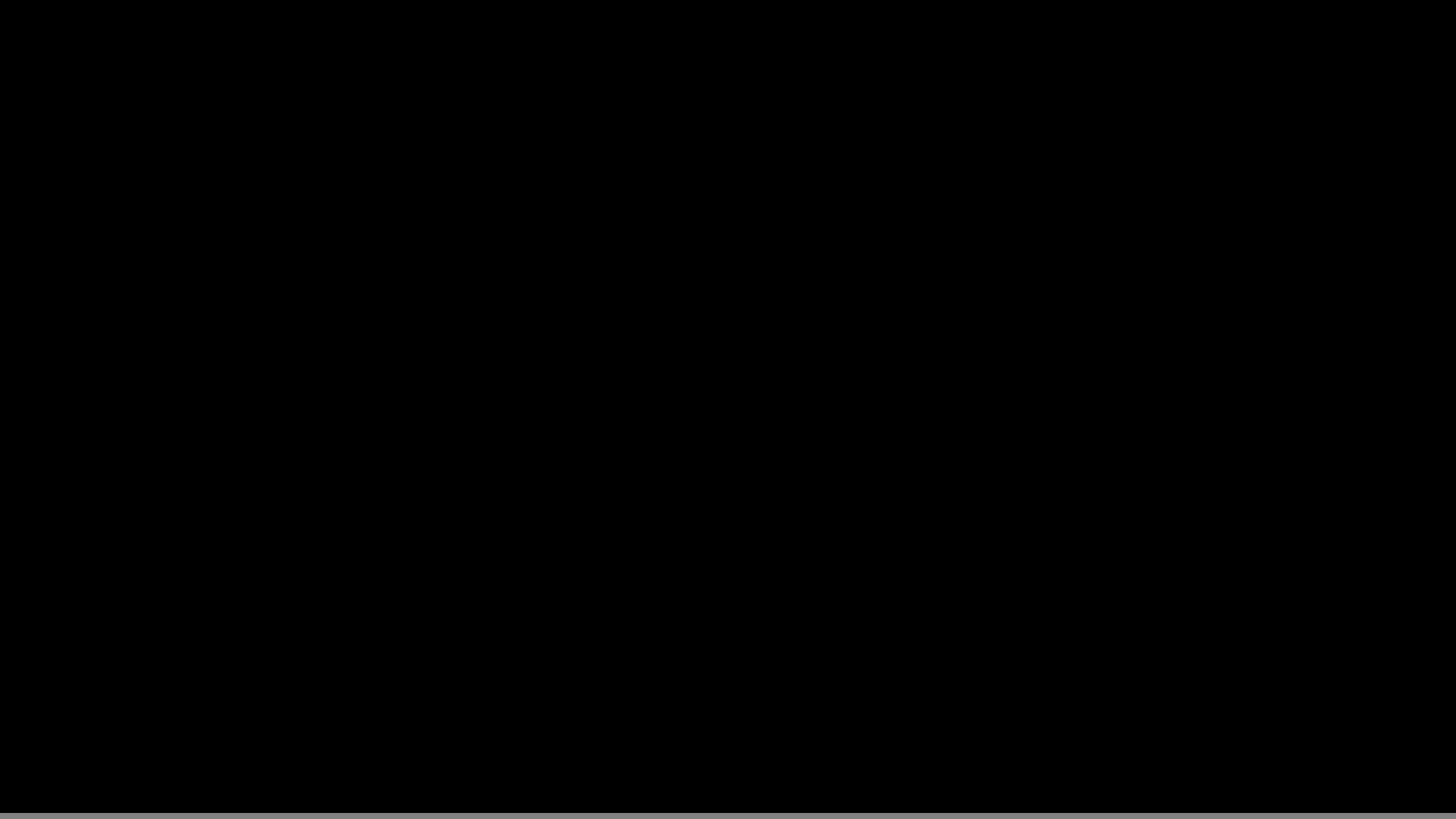
KEY ISSUES TO OVERCOME



- Deciding it is important.
- Merging Cinematography & Interactivity.
- Massive volumes of assets to deal with.



CREATING VIRTUAL ACTORS AND FILMING THEM



PART I: CHARACTERS

CASTING



DAVID GANT

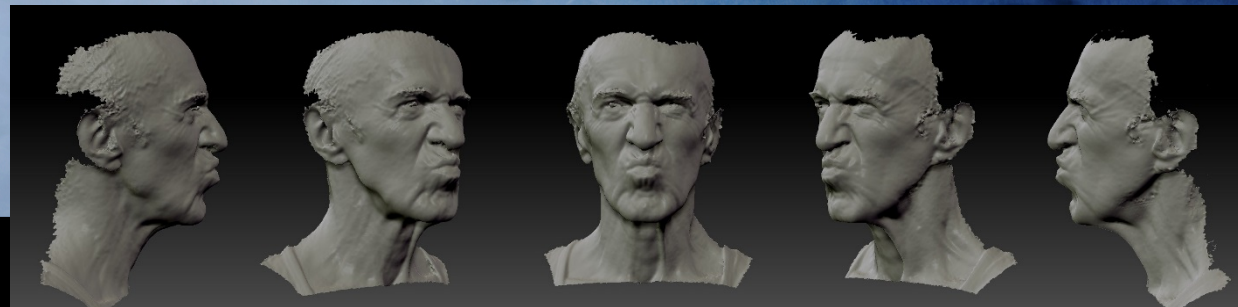
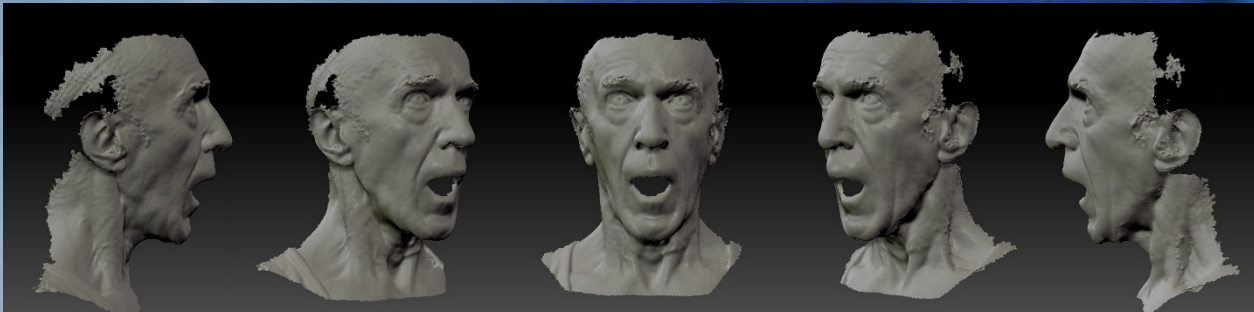
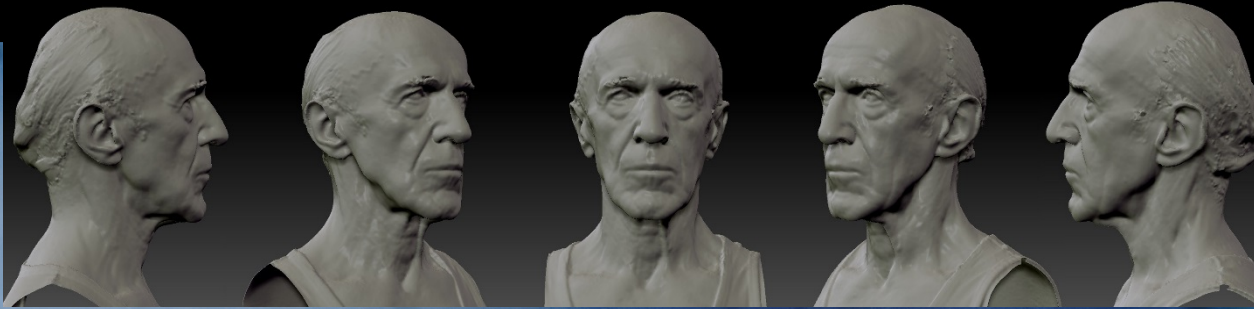


CARL PAYNE

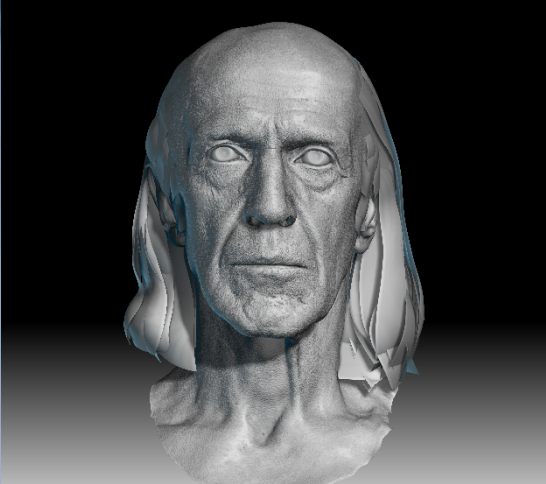
SCANNING



SCANNING



MODELING/MAPPING



SORCERER REAL TIME DEMO

The background is a deep blue gradient. A bright, glowing white and blue light streak enters from the right side, curving slightly. Numerous small, dark, elongated particles or debris are scattered throughout the scene, appearing to float or drift. The overall aesthetic is futuristic or sci-fi.

PART II: ANIMATIONS

PART II: ANIMATIONS

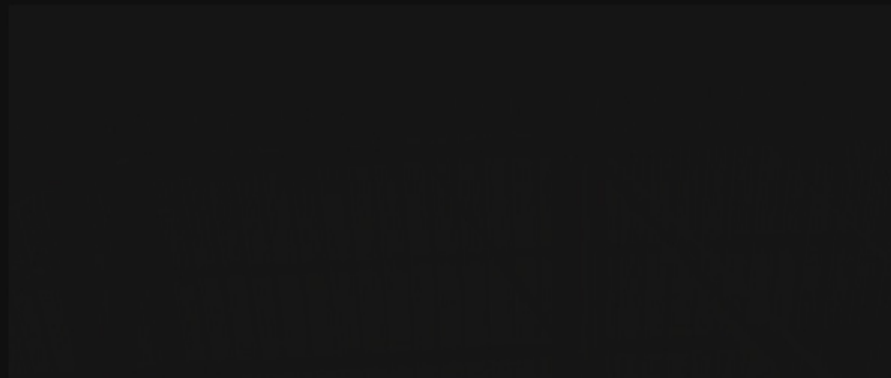


- Acting in Performance Capture,
- The role of the Director.
- Technical Challenges.

PART III: FILMING



- Respecting the rules of cinematography.
- Emulating physical cameras.
- Use the camera to say something.



Movie Maker interface showing a timeline and track list.

Timeline: 10s, 20s, 30s, 40s, 50s, 1m, 1m10s, 1m20s, 1m30s, 1m40s, 1m50s, 2m, 2m10s, 2m20s, 2m30s, 2m40s, 2m50s, 3m, 3m10s, 3m20s.

Track List:

- SHOT
- INSERT
- CHARACTER 1
- CHARACTER 2
- OBJECT 1
- OBJECT 2
- DIALOG 1
- DIALOG 2
- Script Condition
- Spore 1
- FX 1
- FX 2
- FX 3

50_0101_SORCERER_TARL1_OG_SOR_000002SORING (Character) - S: 00:00:000 - L: 01:06:433 - L: 01:06:433 [m1:0001 - Stopped]

Hide Tracks | Sort Tracks | Free Cam | Sounds: Show Volume | Show Far Audio Offset: 300 | Refresh Cursor When Playing

Max | Play | Stop | Pause | Previous | Next

SHOT1

Buttons: New..., Delete..., Rename..., Copy, Paste, Import, C0 enable DOP

Shot Remote Control interface with playback controls and time display.

Current: 00:00:000 Total: 00:15:715

Buttons: Previous, Play, Stop, Next, Loop

Camera Keys interface showing a timeline for camera keyframes.

Timeline: -2.00, -1.00, 0.00, 1.00, 2.00

Buttons: Add, Remove, Copy, Paste, Link

Focal Position interface for setting camera parameters.

Presets: Select a preset, F-stop: [dropdown]

Angle: 60.00, Pick focal plane, Show focal plane

Exposure: ☐ enable Manual Exposure, Exposure: [value]

Position: X: -0.12, Y: 1.23, Z: -13.18

Head: 176.63, Pitch: -75.75, Yaw: 0.00

Advanced

Shot Key Dof Editor interface for depth of field settings.

Far Distance: 0.000, Focus Range: 1.92, Focus Bias: 0.0000, Scale

Focal Plane: 1.756, Safe Range: 1.77, Confusion: 0.0000, Dof Debug

Far Focus Range: 5.17, Far Safe Range: 4.27, Asymmetrical Lens

A close-up shot of a man with a balding head and a serious expression, looking slightly to the left. He is wearing a dark, ornate costume with a large, dark feathered collar. The background is dark and out of focus, featuring warm, bokeh light effects that suggest a festive or celebratory setting. The text "TALKING ABOUT THE FUTURE..." is overlaid in white, bold, sans-serif font at the bottom right of the image.

TALKING ABOUT THE FUTURE...



- PHOTOREALISTIC RENDERING.

- PROCEDURAL FILMING: AI AS THE NEXT DIRECTOR ?

- NEW FORMS OF INTERACTIVITY BASED ON STORYTELLING.



PS3

PlayStation Network

Only On PlayStation.

ELLEN PAGE

WILLEM DAFOE

BEYOND

TWO SOULS™

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quantumdream

SONY



COMPUTER
ENTERTAINMENT

THANK YOU.



IN SHORT

- Talented actors and directors are essential.
- Lighting becomes key. DOP become necessary.
- New ways of merging Cinematography and Interactivity.



AN EXAMPLE OF REAL TIME VIRTUAL ACTORS:

THE DARK
SORCERER